

# **RED FACTION**

## **INSTRUCTION MANUAL**



# INTRODUCTION

Mars in the near future.

Mars is the planet of opportunity, its mineral wealth feeding the insatiable needs of Earth, a planet stripped of raw materials and minerals. Ultor Corporation, aptly named after the ancient Roman temple dedicated to Mars the god of war, owns all the mining rights on the planet. The company is an expert at maximizing production while minimizing costs. Fortunes are made as cargo ship after cargo ship return to Earth filled with precious Noachite.

Mine workers, misled by promises of adventure and easy money, arrive on Mars by the shuttle load. Few ever make it back to Earth. Conditions in the Ultor mines are brutal. The work is dangerous and the miners' living quarters are disgusting. Environmental suits and bunks are shared between miners on different shifts. Food is lousy and in short supply. And beatings from Ultor guards are commonplace.

Worst of all, a mysterious, disfiguring Plague is running rampant through the mines. As the death toll rises and Ultor remains complacent, the miners' fear and discontent grows. Pamphlets and posters from an underground organization begin showing up all over the mining complex. Signed by the mysterious Eos, the pamphlets tell of bizarre deaths and missing comrades and urge the miners to take action against Ultor. Tensions run high. The mines are wired like a powder keg. All it will take is a spark...

During a shift change, a young miner is brutally assaulted by an Ultor guard. Another miner, Parker, witnesses the brutality and is quickly caught up in the chaos. He has no choice. Kill or be killed. A rebellion explodes across Mars.

Can you live long enough to become a hero?

# CONTENTS

<b>Getting Started</b> .....	<b>2</b>
<b>Default Controls</b> .....	<b>3</b>
<b>New Game</b> .....	<b>4</b>
<b>Load Game</b> .....	<b>4</b>
<b>Multi</b> .....	<b>4</b>
Player .....	5
Join Game .....	5
Create Game .....	6
<b>Options</b> .....	<b>8</b>
Game .....	8
Video .....	9
Audio .....	9
Controls .....	9
<b>Extras</b> .....	<b>10</b>
<b>Quit</b> .....	<b>10</b>
<b>The HUD</b> .....	<b>10</b>
Remaining Health/Armor .....	10
Ammo .....	11
Incoming Messages .....	11
<b>Saving and Loading</b> .....	<b>11</b>
<b>Weapons and Ammo</b> .....	<b>12</b>
<b>Vehicles</b> .....	<b>20</b>
<b>Character Bios</b> .....	<b>24</b>
Parker .....	24
Hendrix .....	25
Eos .....	28
<b>Credits</b> .....	<b>32</b>
<b>Limited Warranty</b> .....	<b>33</b>

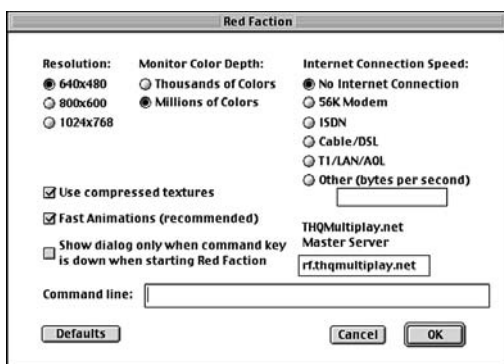
# GETTING STARTED

## INSTALLATION

Insert the CD into your computer's CD-ROM drive. Double-click on the "Installer" icon to begin installation.

Follow the on-screen instructions that appear after the Install Program begins.

## START-UP OPTIONS



**Resolution** - Choose from the available screen resolutions. 640x480 allows for the best performance.

**Monitor Color Depth** - Choose thousands or millions of colors. Thousands allows for better performance on Mac's with Rage Pro graphics.

**Use Compressed Textures** - Choose this option if your graphics accelerator card has 8MB or less VRAM. If graphic anomalies occur, turn this option off.

**Fast Animations (recommended)** - Improves framerate of the animations.

**Command Line** - Enter optional command-line switches.

## DEFAULT CONTROLS

With the Default configuration, you will use the mouse to look around the environment. Use the keyboard to control your movements.

BUTTON COMMAND	ACTION
<b><i>Movement</i></b>	
Run Forward	W
Run Backwards	S
Slide Left	A
Slide Right	D
Jump	Spacebar
Crouch	C
Slide Up	Numeric Keypad +
Slide Down	Numeric Keypad Enter
Look Up	Numeric Keypad 2
Look Down	Numeric Keypad 8
Turn Left	Numeric Keypad 4
Turn Right	Numeric Keypad 6
<b><i>Weapons</i></b>	
Fire Primary	Mouse Button
Alternate Fire	Ctrl-Mouse Button
Holster Weapon	H
Reload Weapon	R
Next Weapon	]
Previous Weapon	[
Melee Weapons	1
Semi-automatic Weapons	2
Heavy Weapons	3
Explosive Weapons	4

## **Miscellaneous**

Use	Return
Quick Save	F6
Quick Load	F9
Message Log	M

## **Multiplayer Features**

Chat	T
Team Chat	Y
Multiplayer Stats	Tab

**Note:** These are the default controls for *Red Faction*. To customize the controls, select CONTROLS from the Options Menu.

## **NEW**

When beginning a new game, you will be asked to indicate if you'd like to undergo Training before starting play.

## **LOAD**

Use the mouse or arrow keys to select a saved game then double click or press RETURN to load the saved game.

*Red Faction* saves your game configuration and settings information. These settings are automatically loaded upon boot-up.

## **MULTI**

Up to 16 players can compete against each other using an Internet or LAN connection via TCP/IP. You can join a game in progress or you can set up a new game server from the Multi Menu.

## PLAYER

Customize the appearance of your character for multiplayer games. Select from a list of options to change your name and model.



## JOIN GAME

Select JOIN GAME to view the Servers

Screen. Here you can view a list of available games, the speed of each network, which multiplayer map is running, and the current number of players in the game.

1. **LAN Only**—This option is off by default, showing you all tracked Internet game servers. Turning this option on shows only games running on your local area network.

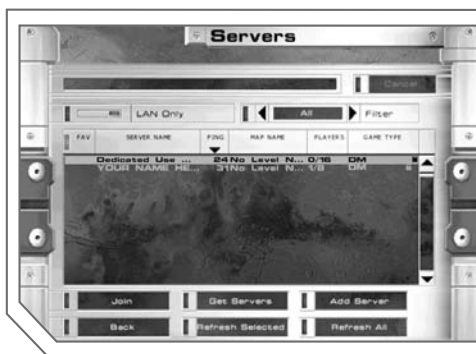
2. Next choose a game type.

- **Deathmatch**—Every man for himself, the player with the most kills wins.
- **CTF**—Capture the other squad's flag as many times as you can in the given time limit.
- **Team Deathmatch**—The team with the most kills wins.

**Note:** Servers running mod games are shown in a different color in the server list.

3. Finally, find and choose a server to play on.

- **Join**—Click on a game name, then click on JOIN to connect to an available game.
- **Get Servers**—Request a list of available servers.



- **Refresh Selected**—Update the server information for the selected game.
- **Add Server**—Add a specific game server by entering its IP address.
- **Refresh All**—Update the information for all the listed game servers.
- **Back**—Return to the Multi Menu.

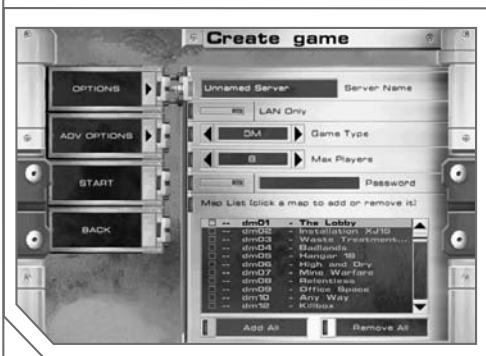
You can sort the available games by any of the following characteristics by clicking on its Tab above the server list: Favorites, Server Name, Ping, Map Name, Players and Game Type.

## CREATE GAME

Host a multiplayer game on your computer. Customize your server by using the Options and Advanced Options menus before selecting START.

### Options

- **Server Name**—To create a game, the first step is to give your server a name for other users to select.



- **LAN Only**—By turning this on, your game will be running only over your local area network, and not over the Internet via the THQMultiplay Game Tracker.

- **Game Type**—Decide the game type for the server. Notice how the Map List changes for

each game type—some maps are unavailable for different game types.

- **Max Players**—Select the maximum number of users that can connect to your server. The more connected users, the greater the possibility of slow-down.



- **Password**—Only players who know the password can connect to and play on your server.
- **Map List**—Add or Remove maps from the Map List by clicking on the Map name to change its status—click maps not on the list to add them, click maps already on the list to remove them. At the end of a level, the next map in the list will load automatically and will begin the next multiplayer game.

### ***Advanced Options***

- **Weapons Stay**—Select YES for permanent weapons placement.
- **Force Respawn**—With YES selected, each player will be forced back onto the map without pressing any keys.
- **Falling Damage**—Select YES for players to take damage from falls.
- **Team Damage**—Choose YES to allow a player to take damage from friendly fire.
- **Balance Teams**—With this option selected the server will automatically assign players to teams at the start of a level to maintain a competitive level of play between the two teams.

### ***Start***

After customizing the settings, select START to begin a new multiplayer game.

**Note:** A DEDICATED computer will run a game server for other users, creating a faster and more secure gameplay environment. You will not be allowed to play the game while in the Dedicated mode. You must use the “-dedicated” command-line option in order to run a dedicated multiplayer server.

## OPTIONS

Set the audio, video, game and control settings in the Options Menu.

### GAME

#### ***Difficulty Level***

Adjust the level of difficulty between EASY/MEDIUM/HARD/IMPOSSIBLE by clicking on the Right/Left arrows.

- **Easy**—The easiest setting available.
- **Medium**—The enemies are smarter and attack quicker.
- **Hard**—The game is extremely difficult when playing through the Hard level of difficulty.
- **Impossible**—If you can handle the heat, choose Impossible.

Toggle the following options ON or OFF:

- **Show 1<sup>ST</sup> Person Weapon**—Turning this option off means your currently selected weapon will not render in the first-person view.
- **Autoswitch Weapons**—With this ON, you automatically switch weapons when you find one better than what you're using. The prioritized list of weapons can be changed below.
- **Autoswitch Explosives**—Turning this option OFF prevents you from accidentally autoswitching to an explosive weapon. Turning it ON keeps explosive weapons in the Autoswitch list.

#### ***Autoswitch Priorities***

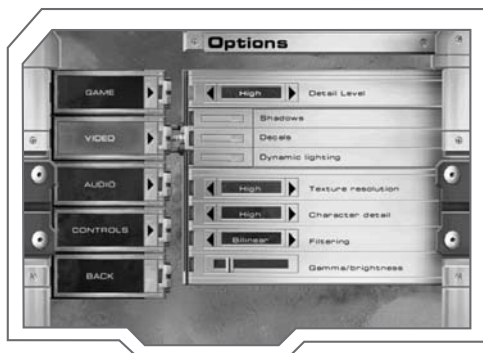
You can change the priority of each weapon or explosive here. Click on a weapon to move, then select either MOVE UP or MOVE DOWN to increase or decrease the weapon's priority. The priorities will only be enabled when the Autoswitch Weapons and/or the Autoswitch Explosives options are turned ON.

## VIDEO

Change the video settings to increase the performance of your system. You can greatly enhance the gameplay experience by reducing, or turning off, some of the video options.

### ***Detail Level***

Choose between LOW, MEDIUM, or HIGH detail. By toggling any of the options ON or OFF, this setting will automatically switch to CUSTOM.



### ***Gamma/Brightness***

Use the slider to adjust the color balance and brightness to match your monitor's performance.

## AUDIO

Move the sliders to increase/decrease the SOUND EFFECTS, MUSIC and MESSAGES volume.

## CONTROLS

Customize the mouse and keyboard settings here.

### ***Mouse Sensitivity***

Use the slider to increase/decrease mouse sensitivity.

### ***Mouse Y-Invert***

When ON, the Y-axis on the mouse (UP/DOWN) will be inverted.

### ***Select Action***

Bind keyboard commands to specific actions here.

After highlighting an action, click, press RETURN or click on Change Binding. Now type the new keyboard command you would like to use for the selected action. Selecting DEFAULT restores the original settings.

## BACK

After customizing the gameplay settings, select BACK to return to the Main Menu.

## EXTRAS

Check out game trailers and demos in the Extras Menu.

## QUIT

Select QUIT from the Main Menu to exit *Red Faction* and return to your desktop.

## THE HUD (HEADS UP DISPLAY)

The HUD (Heads Up Display) is essential in communicating three vital points of information to the player: Remaining Health/Armor, Ammo and Incoming Messages.

### REMAINING HEALTH/ARMOR

The upper left portion of the screen shows how much remaining health and envirosuit protection Parker has. The outer ring and number on the HUD correspond to the envirosuit. The inner circle and number represent health. Parker is at full health and protection when both numbers are at 100. When Parker's health number reaches zero (0), Parker will die. When Parker's envirosuit reaches zero, Parker will not be able to breathe in unpressurized environments. The envirosuit also functions as added armor and protection.

**Note:** You will be able to find health packs, medics, and envirosuit armor throughout the game to help replenish both your health and envirosuit.

## AMMO

The HUD will also display the amount of ammunition Parker has at his disposal for his current weapon. The ammunition is shown as a ratio: Available in the current clip/Total rounds left.

**Hint:** Press the Reload button before entering a new area so Parker doesn't run out of ammo.

## INCOMING MESSAGES

From time to time you will receive messages from members of *Red Faction*, particularly Hendrix, across the top of the HUD. Hendrix (see his Character Bio on page 25) is secretly helping the rebellion by using his access to the Ultor security network. He can provide you with inside information that will help you meet your objectives.



## SAVING AND LOADING

To save a game, press the ESC button and highlight SAVE GAME. Here you can save your progress for future loading if you want to replay an area of the game. *Red Faction* will allow you to maintain multiple save files at once which can be loaded in the future. *Red Faction* also allows you to Quick Save and Quick Load your progress during the single player adventure. Press F6 to save to the Quick Save file, and press F9 to load the Quick Save file. Please note that the previous Quick Save file will be overwritten with your current status each time you press F6.

## WEAPONS AND AMMO

While traveling through the levels of *Red Faction*, watch for useful items along the way.



### CONTROL BATON

*(UCB-24 Ultor Control Baton)*

**DESCRIPTION:** This crowd control weapon can serve as a truncheon or a stun gun.

**AMMO/CLIP SIZE:** Battery cell

**RANGE:** Short

**PRIMARY FIRE:** Swing baton as club

**ALTERNATE FIRE:** Electric Shock mode

### RIOT SHIELD

*(UBS-4 Ultor Riot Body Shield)*

**DESCRIPTION:** A body-sized translucent shield that is used by the riot guards of Ultor. The riot shield is lightweight but can withstand blast and gunfire damage for a brief period of time.

**AMMO/CLIP SIZE:** N/A

**RANGE:** N/A

**PRIMARY FIRE:** Swing shield

**ALTERNATE FIRE:** N/A



## 12 MM PISTOL

*(USP-16 Ultor Semi-Automatic Pistol)*

**DESCRIPTION:** This basic semi-automatic pistol packs a serious punch against unarmored targets. The pistol can penetrate body armor but with significantly less impact. This weapon is standard issue for Ultor security guards and officers. The pistol can be fired underwater.



**AMMO/CLIP SIZE:** 12 mm. bullets/16 rounds  
**RANGE:** Short to Medium  
**PRIMARY FIRE:** Fire one round  
**ALTERNATE FIRE:** Attach/detach silencer (Not applicable in multiplayer mode.)

## SUBMACHINE GUN

*(UAP-32/20 Ultor Submachine Gun)*

**DESCRIPTION:** This weapon is slightly larger than the pistol and is capable of full automatic fire. Heavier than the pistol, the submachine gun offers better control in full auto mode, though it remains inaccurate at medium or long range.



**AMMO/CLIP SIZE:** 12 mm. bullets/30 rounds;  
5.56mm high velocity armor piercing bullets/20 rounds  
**RANGE:** Short to Medium  
**PRIMARY FIRE:** Fire rounds, automatic  
**ALTERNATE FIRE:** Toggle between 12mm and 5.56mm rounds



## AUTOMATIC SHOTGUN

*(UAS-10 Ultor Automatic Combat Shotgun)*

**DESCRIPTION:** This weapon is a military-grade shotgun capable of semi-automatic and full automatic fire. Recoil in semi-automatic mode is slightly less than a civilian 10-gauge shotgun. Fully automatic fire is more difficult to control because of the recoil compensators response time.

**AMMO/CLIP SIZE:** 10 gauge buckshot shells/8 rounds

**RANGE:** Short to Medium

**PRIMARY FIRE:** Fires a double shot, pump action

**ALTERNATE FIRE:** Fires a single shot every 0.15 seconds, continuous fire

## ASSAULT RIFLE

*(UAR-42 Ultor Military Assault Rifle)*

**DESCRIPTION:** This weapon is designed to offer all the benefits of a full-length rifle in a compact



design. It is capable of firing three round bursts or full automatic fire. Compared to fully automatic fire, three round bursts offer increased control and aim but potentially decreased force, unless fired at close range. The high-velocity

armor-piercing shells inflict massive damage on unarmored targets and will penetrate body armor easily. This is the standard rifle issued to Ultor officers.

**AMMO/CLIP SIZE:** 5.56mm high velocity armor piercing bullets/42 rounds

**RANGE:** Short to Long

**PRIMARY FIRE:** Fires a single 3 round burst

**ALTERNATE FIRE:** Continuous automatic fire



## SNIPER RIFLE

*(USG-50 Ultor Sniper Rifle)*

**DESCRIPTION:** Capable of semi-automatic firing only, this sniper rifle comes standard with an UNVS-8 scope that provides the user with up to 12x zoom.

The rifle also features a wind velocity offset that corrects for wind conditions. This weapon is capable of inflicting critical wounds when a head or torso shot is achieved. It is also capable of penetrating light armored vehicles.



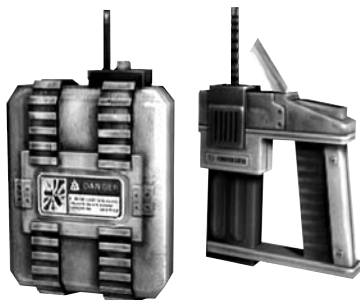
**AMMO/CLIP SIZE:** .50 caliber armor piercing bullet/6 rounds  
**RANGE:** Short to Very Long  
**PRIMARY FIRE:** Fires one round  
**ALTERNATE FIRE:** Activates/deactivates the scope, hold down for zoom

## REMOTE CHARGE

*(URC-15 Ultor Remote Mining Charge)*

**DESCRIPTION:** This is a medium-sized, high-explosive remotely detonated charge. It has a kill radius of 10 meters. Only one charge can be detonated at a time. They are effective against unarmored and armored personnel as well as light vehicles.

**AMMO/CLIP SIZE:** N/A  
**RANGE:** Short  
**PRIMARY FIRE:** Throw and detonate the charge  
**ALTERNATE FIRE:** N/A



## GRENADE

*(UHG-90 Ultor Offensive Hand Grenade)*



**DESCRIPTION:** This weapon is a high explosive anti-personnel device with a kill radius of 5 meters. The grenade has a 4-second timer that starts when thrown. Hand grenades are highly effective against unarmored personnel and moderately effective against armored personnel.

**AMMO/CLIP SIZE:** N/A

**RANGE:** Short

**PRIMARY FIRE:** Toss grenade with a timer

**ALTERNATE FIRE:** Toss as an impact grenade

## FLAME THROWER

*(UFT-1 Ultor Flame Thrower)*



**DESCRIPTION:** This weapon is based on the Ultor Defoliator, used for clearing plant growth. It shoots a flaming stream of fuel that sticks on contact and burns for up to 30 seconds. This weapon has been modified to shoot a flame twice as far at the cost of faster fuel consumption.

**AMMO/CLIP SIZE:** Fuel Tank

**RANGE:** Short to Medium

**PRIMARY FIRE:** Shoots a 4-meter flame

**ALTERNATE FIRE:** Remove and throw fuel canister as an incendiary bomb

## ROCKET LAUNCHER

(URL-6T Ultor Tactical Rocket Launcher, AKA "Big Earl")



**DESCRIPTION:** This weapon is capable of firing its rockets in "dumb" or "homing" (i.e., heat-seeking) mode. Once homing mode is selected, it takes approx. 2.75 seconds for the thermal imaging sensor to achieve target lock. The weapon beeps when locked onto a target. Once fired, the rocket tracks the target until contact or until it runs out of fuel.

**AMMO/CLIP SIZE:** 15 cm high explosive rockets/ 6 rounds

**RANGE:** Medium to Long

**PRIMARY FIRE:** Fires "dumb" rockets, automatically fires a rocket every 2 seconds

**ALTERNATE FIRE:** Engages heat-seeking mode (Not applicable in multiplayer mode.)

## RAIL DRIVER

(FCA-26 Magnetic Rail Driver)



**DESCRIPTION:** This weapon was brought to Mars by Col. Masako's mercenaries. Capable of firing metal slugs at ultra-high velocity, the rail gun can penetrate walls.

**AMMO/CLIP SIZE:** Metal Slug/1 round

**RANGE:** Medium to Long

**PRIMARY FIRE:** Fires a metal slug

**ALTERNATE FIRE:** Engages the scope and allows you to see enemies through walls

## PRECISION RIFLE

*(MK/SG-1 Defender Precision Rifle)*

**DESCRIPTION:** A favorite of mercenary grunts, this rifle fires a single explosive round with precision accuracy.

**AMMO/CLIP SIZE:** 5.65mm explosive ammo/  
20 rounds

**RANGE:** Long

**PRIMARY FIRE:** Semi-automatic

**ALTERNATE FIRE:** Activates/deactivates the scope,  
hold down for zoom



## HEAVY MACHINE GUN

*(JF60-HMG/BF Heavy Suppression Machine Gun)*

**DESCRIPTION:** A terribly inaccurate, but fast firing weapon. Holds tons of ammo and best used when raw firepower and maximum suppression is required.

**Ammo/Clip Size:** 7.62 mm caliber/belt-fed,  
typically 99 rounds

**RANGE:** Long

**PRIMARY FIRE:** Full auto

**ALTERNATE FIRE:** Slower firing rate but significantly more accurate





## **FUSION ROCKET LAUNCHER**

*(F-1TL Fusion Rocket Launcher)*

**DESCRIPTION:** Huge shoulder-mounted weapon that fires a single powerful shell capable of massive amounts of damage.

**AMMO/CLIP SIZE:** Single shell

**RANGE:** Long

**PRIMARY FIRE:** Fires a single large shell and has a long reload time after each shot

**ALTERNATE FIRE:** N/A

## VEHICLES

While playing *Red Faction*, you will come across vehicles you will need to operate and control in order to get through certain areas. To enter a vehicle, simply move Parker near the vehicle and press the Use button. Once you are in a vehicle, use the controls as normal to move and fire (if applicable). If you wish to exit a vehicle, simply press the Use button.

**Note:** Each vehicle has its own strengths and weaknesses in terms of maneuverability and fire-power. In addition, each vehicle has its own specific HUD that shows the amount of remaining armor and weaponry.

Armor Remaining



### All Terrain Vehicle (ATV)

The ATV is unique in that it offers you two separate points of entry and control. Entering the ATV near the front of the vehicle allows you to drive through the environment. Entering the ATV towards the rear of the vehicle allows you to control the mounted machine gun (GX240 medium class coaxial mount). Fairly fast for getting around, the ATV is not as durable as most of the other vehicles available to Parker.

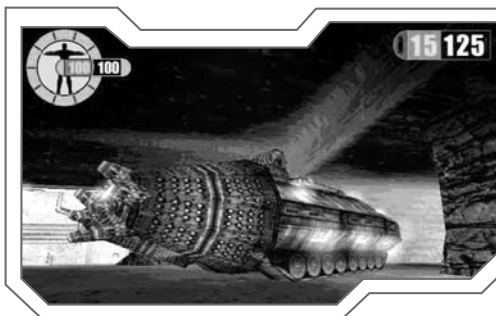


**Note:** If Parker is driving the ATV, he will not be able to fire the mounted

machine gun. Similarly, if Parker is in control of the mounted machine gun, he will not be able to drive the ATV.

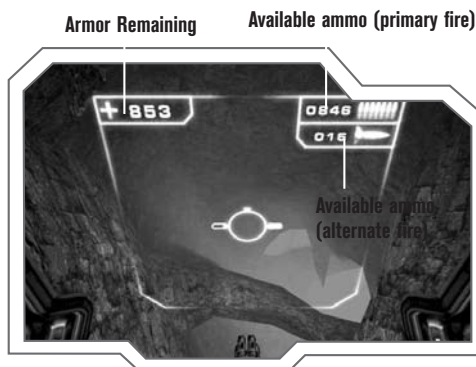
## Driller

The Driller is a relatively slow but heavily armored vehicle that allows you to slowly dig through the environment. It is a great source of protection for Parker but does not possess any form of fire-power. Use the Primary Fire button to engage the driller bits. Pressing the Alternate Fire button will cycle through the four points of view: Front, Left, Rear and Right.



## Aesir Fighter

The Aesir Fighter is an extremely agile craft used in aerial combat. It offers both heat-seeking missiles (ULT-AR4 Steeleye Tandem Warhead), which are the Alternate Fire weapons, and a Gatling Gun (ULT-8CG 30mm 8 barrel), which is the Primary Fire weapon.





**Note:** Use the Jump and Crouch buttons to slide the vehicle up and down, increasing and decreasing your altitude. This technique is essential when engaged in aerial combat with Ultracore-controlled fighters.

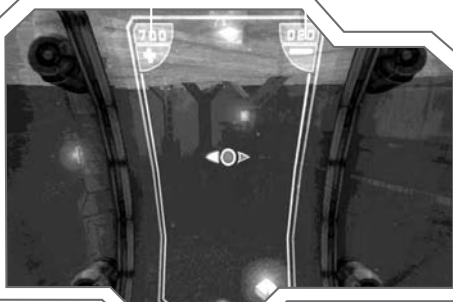
## Submarine

The Submarine offers heat-seeking torpedoes for fire-power. To discharge a torpedo (ULT-MK1

Armor Remaining

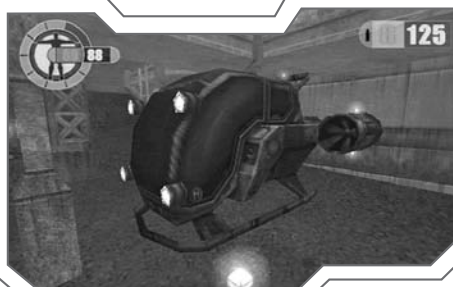
Available Torpedoes

Passive/Active Homing Torpedo), use the Primary Fire button. Like



the Aesir Fighter, the Jump and Crouch buttons will slide the Sub up and down to increase and decrease its depth.

**Note:** Ultracore subs are armed with heat-seeking missiles. Keep moving to avoid a direct hit!

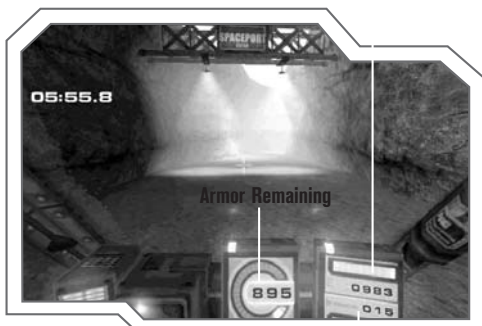




## Armored Personnel Carrier (APC)

The APC is a heavily armored and powerful vehicle that offers a mortar (Forward Mounted ULT-80mm), which is the alternate fire, and a Chain Gun (Chain Gun ULT-6AG 20mm), which is the primary fire, as its weaponry. Although not as quick as the ATV, the APC is quick enough to run down a fleeing mercenary.

Available ammo (primary fire)



Available ammo (alternate fire)



## CHARACTER BIOS

### Parker

You are Parker, a miner employed by Ultor. One day you witness a guard brutally attacking another miner and you are left with only one choice—kill or be killed.

*I can't believe how stupid I was. Yeah, 'Come to Mars, Help Make a New World!' How could I have believed that crap?*

*I always thought I was different, better than most. Mom and Dad—Dr. and Dr. Parker, if you please—had my life all scoped out. Private schools, tutors, prep school, Ivy League for undergrad, then grad school and on to a glittering career in academia. They had me running their little maze.*

*I just couldn't take it anymore. Never being able to separate what I really wanted from what they'd trained me to want. Not knowing where I began and where they ended. No achievement was praiseworthy. When the acceptance letter from Harvard came, they took it like no big deal, just an expected turn in the maze. I went nuts. I ripped up the letter and stormed out of the house, hardly able to see straight. I wanted to do something that wasn't another item to mark off on their progress chart. Signing up for Ultor's mining operations on Mars sure fit that bill. I drove downtown, saw one of their recruiting offices, and it just clicked.*

*The next thing I knew, I was on a shuttle bound for Mars. That's when it hit me. What was I doing? The other recruits lost their lunch during take-off and it floated about the cabin for the whole ride. I dodged it during freefall, but when gravity returned on Mars the mess fell over all of us.*

*Once we left the ship, it didn't get any better. We were stripped naked and then fire-hosed from sprayers in the walls and ceiling. It was humiliating—Ultor was showing us who was boss. With the showers over, they issued us uniforms. None of them fit. One new recruit tried to complain.*

*He got beaten by the guards and was hauled off to the infirmary. The rest of us kept our mouths shut.*

*The barracks are a nightmare. The narrow bunks are stacked in dank rooms. Trash covers the floors and graffiti covers the walls. It wouldn't be so bad if the bed was ours, but we share them. While we're out in the mines, the previous shift uses our bunks. It's gross.*

*Once you're down in the mines, it's pure grunt work. We smash the rock*

*out of the walls trying to follow a vein of noachite. I'm not sure why they just don't use bots to do the work. Ultor has them all over the place here.*

*It's getting tense around here. We're all scared and angry. Angry at Ultor for the conditions we work in and scared of the Plague. Miners are getting sick. Not flu-sick but something worse. Every day, dozens of miners collapse, in the mines and in the barracks, without warning. One minute they're fine, the next they're on the ground, writhing in pain or sometimes unconscious even before they hit the floor. And there's something wrong with their faces too. They seem...puffy or stretched. Some say that they've seen sick miners whose faces are bulging or pulsating. Everyone is on the verge of panic.*

*Lately, there've been pamphlets slapped up on the barracks and cafeteria walls. They're calling for miners to go on strike against Ultor, to refuse to work. Some of the flyers even urge us to attack the guards, to get back at them for all the years of mistreatment. No one knows who writes them. The pamphlets are signed 'Eos.' Some say it's the name of a group; some say it's the name of a woman who's trying to stir up the miners.*

*The security guards tear down the pamphlets as soon as they see them, but the damage has already been done. Dozens of people read them. In a few hours, hundreds of miners are talking about the latest pamphlet. People are grumbling, glaring at guards, and openly muttering about a strike or worse. It gets uglier every day.*

*I don't know what to think or do. I just want to get out of here alive, somehow. Harvard sounds better all the time.*

## **Hendrix**

During the game you will hear messages from Hendrix, an Ultor security technician sympathetic to the cause. Press the Message Log button to view them.

*Growing up, I never heard anything negative about Ultor. Mom and Dad gave their lives to the corporation, in more ways than one. They blamed the Plague on bad luck, a Martian virus, or bad air—anything but Ultor. When you're in the belly of the beast, you shy away from wondering if it has your best interests in mind.*

*They wanted to keep me out of the mines in the worst way. They pushed me to excel at my studies and glowed with pride at every achievement. As long as I did well in Ultor's schools, I could stay out of the mines. I took all of the tech courses I could. Not just the mechanical stuff that Ultor pushed on all of us, but comp sci, physics, chemistry—everything they'd let me into. Even that didn't stop me. When they wouldn't let me into a certain class, I just borrowed the tapes from someone who was. I wasn't going*

to wind up in the mines.

*As I grew older, I started to hack into Ultor's systems. At first, I was extremely cautious. A friend of mine, Danny, his father supposedly stole something. After Ultor found out, Danny's whole family was gone overnight. I made sure I wouldn't get caught, and started by breaking into unimportant systems like the lock controls on the door to our apartment or the lights.*

*It took me a long time to get up the courage to crack a system outside our apartment. I kept picturing Danny and his family. I finally screwed up my nerve and started to hack into the grading records for our complex's school. I figured security would be pretty lax there, all things considered. It took me about two weeks of cautious trial and error, but I finally got in. I made sure I just looked around. When no one came knocking at our door over the next few days, I went back in and made some small changes to test scores for a couple of my friends. I was afraid to do more, as the teachers might notice.*

*When I finished the tech program at age 15, they put me to work in the robot maintenance division, working on bot electronics. For the past ten years, I've worked long and hard at it, rising from maintenance to SciLab support and now to security technician.*

*All that time, my real work has gone on at home. One of the first subsystems I looked for was Ultor's snooper/tracker programs. By watching them work, I figured out how to avoid detection on my nightly forays. They're not that smart, so it wasn't hard. I felt safer then and began to explore further. I cracked hundreds of Ultor systems, never touching data or code, never leaving a trace (at least I hope not). Over the years, I've broken into almost every important system in the mining complex.*

*The exceptions are certain areas within the SciLabs' computer subnetwork and the medical facility subnetwork. Incredible security and layers of complex encoding surround all files within these areas. When I first encountered the SciLab section of the network, over two years ago, it scared me to death. Every few months I work up the courage to look again, but I always stop short. I'm not even sure I really want to see what's inside anyway. I've got a bad feeling about it.*

*Those network sections are under the personal security of Dr. Capek, the head of Ultor's Science Labs. He's the scariest person I've ever met. He looks like he's half robot, with implants all over his body. I think most of my fear of the SciLab subnet centers on running into Capek, even in a virtual arena.*

*For years, I've existed in two worlds. The physical world that I share with everyone else here is the daily drudgery of this hellish mining complex. But the virtual world of Ultor's computer net is mine alone. I've never talked about it with anyone, and I've never spotted another human presence*

*among the autonomous programs that run the complex.*

*The irony of my current position doesn't escape me. Here I am, a security technician, entrusted with observing and maintaining a roomful of security monitors and data analysis equipment. I can watch activity in dozens of areas throughout the mining complex. I can also switch a monitor to show the view through any miner's helmetcam, giving me a choice of thousands of mobile cameras. And yet, I might be Ultor's single greatest security risk.*

*With what I know about the systems here, I could probably bring the entire mining operation crashing down. But they'd be sure to find me then, and I don't even want to think about that. I can help out anyone who wants to fight Ultor, though, whatever I can do without much risk. Maybe keep the rebels one step ahead.*

*There are some miners who're willing to start a revolt against Ultor. The one making the most noise right now goes by the codename "Eos." Her group has been posting flyers urging miners to rise up against Ultor.*

*I know who Eos is. Worse yet, Ultor knows too. That's how I found out—by looking through Ultor security files. I want to warn her, to tell her that Ultor's on to her and is biding its time for some reason. But I can't bring myself to contact her; I can't risk exposure. They're watching her and they might catch me.*

*So I sit and watch too, hoping things turn out OK. I've been watching for years now, as things slowly fall apart, as the miners and Ultor get closer and closer to a final confrontation.*

*That's the way I've always dealt with the world—by sitting and watching. Even when my parents died. They both seemed like they'd live and work forever. One day, a little over a year ago, we had just finished dinner when Dad started shivering and twitching, more violently every second. He flopped onto the floor before Mom or I could reach him. His face was bulging and stretching like it was made of rubber. Lumps were moving around under his clothes too. Mom freaked out. I called the medics, but he was dead before they got here. They said it was the Plague and had no idea what caused it.*

*I'd heard of the Plague, of course. Lots of people on Mom and Dad's shifts had been hit over the last few years. It always struck suddenly. Sometimes the victim died within minutes and sometimes he was still alive when the medics took him away. None of the miners taken away ever came back, so I'm pretty sure they died too.*

*After Mom got over the shock of Dad's death, she got mad, really mad. Dad had been in for his annual checkup at our sections medical facility just a week*

*before and she thought they should have found it then. She railed on and on, night after night, about the medics incompetence and how they could have cured him of the Plague. She went in for her annual four months later and came back ticked off all over again. Turns out she gave them a piece of her mind the whole time she was in there. Three weeks after that, my supervisor came into the monitoring room and told me Mom had collapsed in the tunnels and died before they could get her to a medfac.*

*My annual checkup is in two weeks; I'm not going.*

## **Eos**

Eos is the leader of the resistance movement on Mars. When Parker and a few brave miners fight back against the guards' brutality, the *Red Faction* triggers a full-scale revolt.

*There's no going back now. We've finally made a move, after all these years of planning and talking. With last night's attack, we're finally committed.*

*Orion rigged the bomb. Once he was clear, I hit the Alert button outside the cafeteria. When the security guards ran out of their barracks, the blast took out six of them. That should stir things up.*

*I can't think of them as people. There's too much at stake here. They work for Ultor, helping the company kill miners. They're the enemy. Too many of my friends have died to feel pity now. We need to harden attitudes on both sides, to make conflict inevitable. Once miners realize they have no choice, once they know their lives depend on defeating Ultor, then they'll fight. And we'll win.*

*I can't believe it took this long. Ultor's made us live like animals for so many years that we've forgotten we're human. People have been beaten down, physically and mentally, and it's going to take a strong shock to get them back up. We're going to provide the juice, even if it kills us. But no matter what, the miners here will never go back to lurching through life like zombies. We're going to make sure of that.*

*Mom was one of the early Plague victims, over four years ago. Something about the reactions of the docs and techs in the medical facility made me wonder what was really going on. When she died, I saw guilt burn across a doc's face. I started screaming, blaming Ultor. My Dad dragged me back to our apartment and locked me in my room until I stopped yelling. He refused to hear it. But I knew. I just shut up and churned inside.*

*That night, I decided to rid Mars of Ultor. I had to do it for my Mom, for what they did to her. It began with getting Orion on board. We'd grown up together and I knew I could trust him. And that is where it all began.*

*As our core group grew, it got harder to meet without arousing suspicion. Orion and I decided to create a smokescreen of athletic competitions between miner barracks. Each barracks could field one or more teams to meet in weekly contests. We submitted a proposal to Gryphon, Ultor's Deputy Administrator. It made my skin crawl to ask him for something, but he quickly approved the idea. A good morale booster is what he thought. It's pretty funny that Ultor is helping cover up our activities.*

*It was Orion who came up with the name Red Faction for our team. He thought the political sense of "Faction" would have meaning only for us. And the "Red" symbolized that we represented all of Mars. The name clicked with everyone, and Red Faction became the first team to join the new league.*

*Once the league got underway, we met several times a week for "training" sessions. We couched all our planning in sports terms. This gave a light-hearted feel to a frightening undertaking. Our meetings were also less dangerous because Ultor had to spread its monitoring efforts among the many teams in the competitions.*

*We all took codenames to use within the group. It probably doesn't provide all that much protection, but it makes us feel a little safer. We'll see. Keeping the group small should help too. There are 23 of us now, plus a few probational recruits. Few enough to be fairly certain there are no leaks, but more than enough to rally groups of miners against Ultor when the time comes.*

*Sometimes it bothers me how much the others look to me for leadership. What if I get captured or killed? I'd hate for everything to fall apart if something happened to me. Orion's the only one with any initiative. Maybe I've been too forceful, but someone had to do it. We'd still be sitting on our butts complaining if I hadn't taken charge.*

*Last night's action might have gotten the ball rolling. The security goons are freaking out. I heard they dragged some miners off the third shift and beat them. Everything's primed for the rebellion to start. All it needs is a spark.*

*And once it gets going, we'll be there to lead it. For weeks now, we've been blanketing the barracks with pamphlets condemning Ultor and blaming them for everything wrong on Mars. The writings are signed "Eos." I would have preferred to have them from us as a group, from Red Faction, but that would have given us away immediately. Orion also said the miners needed someone to believe in and follow, not another faceless group. I don't know if I buy that, but it's good enough for now. Once the rebellion begins, though, everyone's going to know that Red Faction is the driving force behind it. There'll be no more hiding.*

*We've been stockpiling weapons for months now. We've quietly stolen weapons from a bunch of weapon lockers at guard barracks and posts. We had to break into only the first couple we raided. After that, we found the doors unlocked to every post we tried. The weapon cabinets were unlocked too.*

*It freaked us out the first time it happened. We figured Ultor was on to us and backed off pretty quickly. But when we found the door to another weapons locker open a few nights later, we took some weapons and boxes of ammo and got out fast. The doors have been unlocked every time since. We still have no idea why.*

*We don't know if Ultor's doing it or someone else, but we're going to grab weapons as long as we can. They won't know miners are armed until the bullets are coming out the backs of their skulls.*

*We've cached the stolen weapons throughout the mines and barracks. When the rebellion starts, Red Faction members will head to the nearest cache and hand out weapons to any miner willing to fight. The security guards are used to bullying unarmed miners; they're in for a big shock.*

*I don't know what to do about the mercenaries that Masako brought here, though. They're tough, and so is she. We'll make some feints at important installations around the complex, maybe get the mercs dug into defensive positions. If that doesn't work, we're in trouble. The mercs will slice right through us if they go on the offensive too soon. If we move fast enough, they won't hit us until we've settled with the guards and gotten everyone armed. Our sole advantage is numbers, but I don't want to waste thousands of miners in human wave attacks.*

*The next few days are going to make or break us. Four years of planning and plotting are either going to pay off or get us all killed. Getting rid of Ultor is the goal for everyone else in Red Faction. But I want more. I want to know who's behind the Plague. And I want them to die.*





## VOLITION INC. CREDITS

### Lead Designer

Alan Lawrance

### Lead Programmers

John Slagel  
Jeff Farris

### Lead Artists

Frank Capezzuto III  
Adam Pletcher

### Lead Level Designer

Matt Boynton

### Programmers

Eric Arnold  
Dave Baranec  
Chris Helvig  
Joel Hunter  
Brian Keron  
Mike Rubin  
Tim Schroeder  
Andrew Wu

### Artists

Nathan Camarillo  
Matt Kresge  
Josh Nizzi  
Geoff Smith  
Alex Velazquez

### Level Designers

Nathan Camarillo  
Brad Johnson  
Mark Lewis  
Jasen Whiteside

### Animators

Tim Borrelli  
Josh Nizzi  
Pete Panaia  
Jason Shum

### Writers

Mike Breault  
with  
Jason Scott  
Maureen Tan

### Level Scripting

James Agay  
Mike Breault  
Rob Loftus

### Composer/Sound Designer

Dan Wentz

### Additional Design

Mike Breault  
and  
The Red Faction Team

### Additional Programming

Mike Kulas

### Additional Art

Peter Han  
Matt Flegel

### Assistant Producer

James Tsai

### Executive Producer

Mike Kulas

### Vice President of Product Development

Philip Holt

### QA Test Lead

Alvan Monje

### QA Testers

Daniel Behrns  
Rick Coates  
Lorcan Murphy  
Doug Nelson  
Mark Shapiro  
Suzanne Zelle

### Web Designers/Programmers

Nathan Camarillo  
Todd Miller

### Network Administrator

Mark Muller

### Technical Support

Rory Prendergast

### Office Manager

Ginny Gee

### Receptionists

Sandy Fretty  
Kris Moskwa

### Barber

cowboy tim

### Voice

Recording in Chicago at  
EKO Media Design

Sounds included in the musical pieces of this game are from the Percussive Adventures Sound Library, produced by Christopher Page for East West Communications, Inc. Advanced Orchestra Library produced by Peter Siedlaczek. Symphony of Voice produced by Spectrasonics.

### Recording Engineer

Walter Shaw

### Voice Actors

Dale Inghram  
**Parker**

### Loredo Shepard

### Hendrix

Sue Messing

### Eos

Ilyssa Fradin

### Colonel Masako

Brad Armacost

### Dr. Capek

Joel Cory

### Orion/Instructor

Deb Doetzer

### PA Announcer

Kurt Naebig

### Medic

B. J. Jones

### Gryphon

### Jeff Lupetin

### Technician/Scientist

Stan Adams

### Miner

Tim Dadabo

### Commander/Elite

### Guard

Donna Jay Fuls

### Admin/Nurse

Jim McCance

### Admin/Doctor

Derrick Procell

### Guard/Riot Guard

Laura Russell

### Miner

Pete Stacker

### Mercenary

### Special Thanks

Voices Unlimited  
Stewart Talent/Daryle  
Albert at Creative  
Associates, LLC  
Scott Blinn  
David Gulisano  
Jacob Thompson  
Rob Wentz  
David Slagel  
Erick Burtness  
Carl Crusius  
Chris Malone  
Rob Montague  
David Westermann  
Robert Womack  
Kate Marlin  
Tyler Flemming  
Rob Elshire  
Jess Likens  
Jake Briggs  
Wen Su  
Shawn Good  
Kyle "Orange" Spahn  
Ben "Remora" Dekarske  
Colin "IceFire" Czerneda  
Nathan "Dynamo" Hoying  
Outrage Entertainment  
The Summoner Team.

## THQ INC. CREDITS

### Vice President of Product Development

Michael Rubinielli

### Senior Producer

Jim Boone

### Producer

Rob Loftus

### Associate Producer

Greg Donovan

### Director of Quality Assurance

Jeremy S. Barnes

### Lead Tester

Ron Hodge

### Testers

Julian Brummitt  
Stephen "Yoshi" Florida  
Brian McElory  
Alex Plachowski  
Jason Tani  
Ryan Winterholler

### Product Development Executive Assistant

Shannon Gamboa

### Vice President of Marketing

Peter Dille

### Group Marketing Manager

Craig Rechenmacher

### Product Manager

Laura Naviaux

### Marketing Coordinator

Devin Knudsen

### Public Relations Director

Liz Pieri

### Media Relations Manager

Reilly Brennan

### Director of Creative Services

Howard Liebeskind

### Associate Manager of Creative Services

Kirk Somdal

### Packaging and Manual Design

Origin Studios, SLC

# LIMITED WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the Graphic Simulations Corporation ("GSC") Customer Service Department at (972) 386-7575 or on the web at <http://www.graphsim.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm CST or you can reference our web site which is available anytime. Please do not send any Product to GSC without contacting us first.

## Limited Warranty

GSC warrants to the best of GSC's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and GSC is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, GSC will either repair or replace, at GSC's option, the Product free of charge. In the event that the Product is no longer available, GSC may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to GSC's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the GSC Customer Service Department of the problem requiring warranty service by calling (972) 386-7575 or on the web at <http://www.graphsim.com>. If the GSC service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

Graphic Simulations Corporation  
Customer Service Department  
5015 Addison Circle #451  
Addison, TX 75001

GSC is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mis-treatment or neglect; (b) the Product is used with products not sold or licensed by GSC (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to GSC. Make checks payable to Graphic Simulations Corporation and return the product along with the original proof of purchase to the address listed above.

## Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GSC. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL GSC BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

## Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

## ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772



Red Faction-Game and Software © 2001 THQ Inc. Developed by Volition, Inc. Red Faction, Volition, Geo-Mod, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. Mac is a trademark of Apple Computer, Inc., registered in the U.S. and other countries. Mac version distributed by GraphSim Entertainment. All other trademarks, tradenames, and copyrights are the property of their respective owners.